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L2	1	1 and "706"/\$.ccls.	US-PGPUB; USPAT	OR	ON	2004/12/16 18:21
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L4	902	(power near3 control\$4) with (wireless\$3) with trans\$6	US-PGPUB; USPAT	OR	ON	2004/12/16 18:22
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L7	443	6 and fuzzy	US-PGPUB; USPAT	OR	ON	2004/12/16 18:23
L8	0	7 and (actor and critic)	US-PGPUB; USPAT	OR	ON	2004/12/16 18:24
L9	18	(actor near3 critic)	US-PGPUB; USPAT	OR	ON	2004/12/16 18:24
L10	6	9 and "706"/\$.ccls.	US-PGPUB; USPAT	OR	ON	2004/12/16 18:24



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**1 Fuzzy inference system learning by reinforcement methods**

Jouffe, L.;  
Systems, Man and Cybernetics, Part C, IEEE Transactions on , Volume: 28 , Issue: 3 , Aug. 1998  
Pages:338 - 355

[Abstract] [PDF Full-Text (1000 KB)] IEEE JNL

**2 On convergence of fuzzy reinforcement learning**

Berenji, H.R.; Vengerov, D.;  
Fuzzy Systems, 2001. The 10th IEEE International Conference on , Volume: 2 , 2-5 Dec. 2001  
Pages:618 - 621 vol.3

[Abstract] [PDF Full-Text (448 KB)] IEEE CNF

**3 Ventilation control learning with FACL**

Jouffe, L.;  
Fuzzy Systems, 1997., Proceedings of the Sixth IEEE International Conference on , Volume: 3 , 1-5 July 1997  
Pages:1719 - 1724 vol.3

[Abstract] [PDF Full-Text (552 KB)] IEEE CNF

**4 Actor-critic learning based on fuzzy inference system**

Jouffe, L.;  
Systems, Man, and Cybernetics, 1996., IEEE International Conference on , Volume: 1 , 14-17 Oct. 1996  
Pages:339 - 344 vol.1

[Abstract] [PDF Full-Text (588 KB)] IEEE CNF

**5 Using fuzzy reinforcement learning for power control in wireless transmitters**

Vengerov, D.; Berenji, H.R.;  
Fuzzy Systems, 2002. FUZZ-IEEE'02. Proceedings of the 2002 IEEE International Conference on , Volume: 1 , 12-17 May 2002  
Pages:797 - 802

[Abstract] [PDF Full-Text (438 KB)] IEEE CNF

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**6 A modified actor-critic reinforcement learning algorithm***Mustapha, S.M.; Lachiver, G.;*

Electrical and Computer Engineering, 2000 Canadian Conference on , Volume: 2 , 7-10

March 2000

Pages:605 - 609 vol.2

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[Abstract] [PDF Full-Text (360 KB)] IEEE CNF

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Relevance scale

**1** [An APL-tutoring adventure game](#)

A. Geyer-Schulz, A. Taudes, J. Mitlöhner

 July 1989 **ACM SIGAPL APL Quote Quad , Conference proceedings on APL as a tool of thought**, Volume 19 Issue 4

 Full text available: [pdf\(761.32 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


This paper is concerned with the development of a program system that assists the teaching of APL2. Rather than presenting the teaching material in a book-like sequential manner, we would like to embed the learning component in an object oriented adventure game environment written itself in APL2. The game's actors, objects and places, which are implemented as hierarchical classes of communicating automata, can be freely defined, using a "game definition language". The game is driven by a game si ...

**2** [Information systems outsourcing: a survey and analysis of the literature](#)

Jens Dibbern, Tim Goles, Rudy Hirschheim, Bandula Jayatilaka

 November 2004 **ACM SIGMIS Database**, Volume 35 Issue 4

 Full text available: [pdf\(1.51 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


In the last fifteen years, academic research on information systems (IS) outsourcing has evolved rapidly. Indeed the field of outsourcing research has grown so fast that there has been scant opportunity for the research community to take a collective breath, and complete a global assessment of research activities to date. This paper seeks to address this need by exploring and synthesizing the academic literature on IS outsourcing. It offers a roadmap of the IS outsourcing literature, highlight ...

**Keywords:** determinants, literature review, outcomes, outsourcing, relationships, research approaches, theoretical foundations

### 3 Four paradigms of information systems development

Rudy Hirschheim, Heinz K. Klein

October 1989 **Communications of the ACM**, Volume 32 Issue 10

Full text available:  pdf(2.09 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Developing computer-based information systems necessarily involves making a number of implicit and explicit assumptions. The authors examine four different approaches to information systems development.

### 4 International learning in an international world

Margaret Martinez

February 2000 **ACM Journal of Computer Documentation (JCD)**, Volume 24 Issue 1

Full text available:  pdf(203.43 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

How do we support successful, lifelong learners and performers and help them competently respond to rapidly changing opportunities in the 21st century. The answer to this question lies in how well we understand audiences differentiated by key learning differences and consider how these differentiations influence winning learning and performance. Historically, cognitive-rich explanations have tended to underplay the dominant impact of affective and conative factors on thinking and learning. Recen ...

### 5 Integrating territories: information systems integration & territorial rationality

Yang W. Lee, Stuart E. Madnick

May 1992 **Proceedings of the 1992 ACM SIGCPR conference on Computer personnel research**

Full text available:  pdf(1.13 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)

### 6 Software engineering: applications, practices tools (SE): Modeling sociotechnical specifics using architectural concepts

Michael Cebulla

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available: [!\[\]\(5eb1325dfdc3f1cad8426726c0db51cd\_img.jpg\) pdf\(169.13 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we focus on architectural concepts for complex sociotechnical systems. First we claim that there is a great need for model-based reasoning about systemic properties concerning questions of system design and the definition of long-term management policies. After this we take our starting point from formal methods, requirements engineering, and software architecture. We provide special extensions for these methods which are well-suited for the description of the behavioral relevance ...

**Keywords:** approaches to developing architectures, architecture specification, domain-specific software architectures, evaluation of architectures

## 7 EQAL approach to the design of learning technology in dynamic information contexts

Stephen Klein, Alexander Vengerov

April 2000 **Journal of Computing Sciences in Colleges , Proceedings of the fifth annual CCSC northeastern conference on The journal of computing in small colleges**, Volume 15 Issue 5

Full text available: [!\[\]\(e1d6102fe77919492c04879c8450f1f5\_img.jpg\) pdf\(107.77 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

## 8 Requirements interaction management

William N. Robinson, Suzanne D. Pawlowski, Vecheslav Volkov

June 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 2

Full text available: [!\[\]\(ab4e2b3fc7e7887b7a72f548aa6f5e60\_img.jpg\) pdf\(1.24 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Requirements interaction management (RIM) is the set of activities directed toward the discovery, management, and disposition of critical relationships among sets of requirements, which has become a critical area of requirements engineering. This survey looks at the evolution of supporting concepts and their related literature, presents an issues-based framework for reviewing processes and products, and applies the framework in a review of RIM state-of-the-art. Finally, it presents seven research ...

**Keywords:** KAOS, KATE, Oz, Requirements engineering, Telos, WinWin, analysis and design, composite system, deficiency driven design, dependency analysis, distributed intentionality, interaction analysis, software cost reduction (SCR), system architecture, system specification, viewpoints

## 9 Design implications of a task-driven approach to unstructured cognitive tasks in office work

Sidney E. Harris, Harvey J. Brightman

July 1985 **ACM Transactions on Information Systems (TOIS)**, Volume 3 Issue 3

Full text available: [!\[\]\(097cdd6c9c875b64d9b8c9a2409491c4\_img.jpg\) pdf\(1.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Previous research in modeling office activities has been primarily oriented toward office work that is structured and organized. In this paper we report on efforts to develop a new methodology for needs assessment evaluation. We use the Critical Task Method to identify the "bottleneck cognitive tasks" of principals with an unstructured work profile. Data were collected on the computer-support needs of faculty researchers, and the findings indicate that a "knowledge-based&r ...

**10 Inter disciplinary approaches to the design of dependable computer systems: Contradictions and critical issues during system evolution**

Mark-Alexander Sujan, Antonio Rizzo, Alberto Pasquini

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**

Full text available:  pdf(526.77 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper the issue of system evolution is addressed. Activity Theory and the concept of expansive cycles are reviewed as theories to explain systemic evolution. Contradictions often manifest themselves in deviating human behaviour or in modifications to external artefacts, i.e., they result in a form of systemic behaviour which has often been treated as undesirable. It is shown that contradictions within activity systems are both catalysts and opportunities for system change. In the context ...

**Keywords:** dependability, socio-technical systems, system evolution

**11 Full Technical Papers: Lessons learned in modeling schizophrenic and depressed responsive virtual humans for training**

Robert C. Hubal, Geoffrey A. Frank, Curry I. Guinn

January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces**

Full text available:  pdf(355.06 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes lessons learned in developing the linguistic, cognitive, emotional, and gestural models underlying virtual human behavior in a training application designed to train civilian police officers how to recognize gestures and verbal cues indicating different forms of mental illness and how to verbally interact with the mentally ill. Schizophrenia, paranoia, and depression were all modeled for the application. For linguistics, the application has quite complex language grammars th ...

**Keywords:** agents, behavior modeling, interaction skills training, managing encounters with the mentally ill, responsive virtual humans

**12 A web of fuzzy problems: confronting the ethical issues**

Ina Wagner

June 1993 **Communications of the ACM**, Volume 36 Issue 6

Full text available:  pdf(2.96 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** communicative research methodology, conflict, ethical issues, hospital work, time-management, user involvement, working culture

### **13 Pen computing: a technology overview and a vision**

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available:  [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

### **14 Least-squares policy iteration**

Michail G. Lagoudakis, Ronald Parr

December 2003 **The Journal of Machine Learning Research**, Volume 4

Full text available:  [pdf\(991.82 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

We propose a new approach to reinforcement learning for control problems which combines value-function approximation with linear architectures and approximate policy iteration. This new approach is motivated by the least-squares temporal-difference learning algorithm (LSTD) for prediction problems, which is known for its efficient use of sample experiences compared to pure temporal-difference algorithms. Heretofore, LSTD has not had a straightforward application to control problems mainly because ...

### **15 The FINITE STRING Newsletter: Abstracts of current literature**

Computational Linguistics Staff

January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

Full text available:  [pdf\(6.15 MB\)](#) Additional Information: [full citation](#)  
 [Publisher Site](#)

### **16 Multimodal conversational agents: A framework for evaluating multimodal integration by humans and a role for embodied conversational agents**

Dominic W. Massaro

October 2004 **Proceedings of the 6th international conference on Multimodal interfaces**

Full text available:  [pdf\(217.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

One of the implicit assumptions of multi-modal interfaces is that human-computer interaction is significantly facilitated by providing multiple input and output

modalities. Surprisingly, however, there is very little theoretical and empirical research testing this assumption in terms of the presentation of multimodal displays to the user. The goal of this paper is provide both a theoretical and empirical framework for addressing this important issue. Two contrasting models of human informatio ...

**Keywords:** emotion, gesture, multisensory integration, speech

17 The distributed mission training integrated threat environment system architecture and design



Martin R. Stytz, Sheila B. Banks

January 2001 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 11 Issue 1

Full text available:  [pdf\(151.20 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe the architecture, design, components, and functionality of the Distributed Mission Training Integrated Threat Environment (DMTITE) software. The DMTITE architecture and design support the development and run-time operation of computer-generated actors (CGAs) in distributed simulations. The architecture and design employ object-oriented techniques, component software, object frameworks, containerization, and rapid prototyping technologies. The DMTITE architecture and design consi ...

**Keywords:** advanced distributed simulation, components, computer-generated actors, computer-generated forces, distributed mission training, distributed simulation, distributed virtual environments, frameworks, open architecture, synthetic environments, system architectures, virtual environments, wargames

18 KNOs: KNowledge acquisition, dissemination, and manipulation Objects



D. Tsichritzis, E. Fiume, S. Gibbs, O. Nierstrasz

January 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 1

Full text available:  [pdf\(1.30 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Most object-oriented systems lack two useful facilities: the ability of objects to migrate to new environments and the ability of objects to acquire new operations dynamically. This paper proposes Knos, an object-oriented environment that supports these actions. Knos' operations, data structures, and communication mechanisms are discussed. Knos objects "learn" by exporting and importing new or modified operations. The use of such objects as intellectual support tools is outlined ...

19 Cases and experiences: From small scale to large scale user participation: a case study of participatory design in e-government systems



Anne-Marie Oostveen, Peter van den Besselaar

July 2004 **Proceedings of the eighth conference on Participatory design: Artful integration: interweaving media, materials and practices - Volume 1**

Full text available:  [pdf\(307.73 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Most experiments with participative design are with small scale, stand alone and not very strategic applications of ICT in organizations. However, modern ICT applications are increasingly based on complex and large scale network technologies. What PD issues arise in this type of projects? What methods can be used for user participation? And, what does this imply for PD strategies?

**Keywords:** democracy, international e-government, large technical systems, participatory design, user involvement

**20** Innovative systemic perspectives: Effective work practices for software engineering: free/libre open source software development



Kevin Crowston, Hala Annabi, James Howison, Chengetai Masango

November 2004 **Proceedings of the 2004 ACM workshop on Interdisciplinary software engineering research**

Full text available:  [pdf\(390.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We review the literature on Free/Libre Open Source Software (FLOSS) development and on software development, distributed work and teams more generally to develop a theoretical model to explain the performance of FLOSS teams. The proposed model is based on Hackman's [34] model of effectiveness of work teams, with coordination theory [52] and collective mind [79] to extend Hackman's model by elaborating team practices relevant to effectiveness in software development. We propose a set of propos ...

**Keywords:** collective mind theory, coordination theory, free and open source software, team effectiveness

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Relevance scale

## 21 [SIGCAS at 30: IT and organizational change in digital economies: a socio-technical approach](#)



Rob Kling, Roberta Lamb

September 1999 **ACM SIGCAS Computers and Society**, Volume 29 Issue 3

Full text available: [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

## 22 [Augmented reality / 3D modeling: A framework for the structured design of VR/AR content](#)



C. Geiger, V. Paelke, C. Reimann, W. Rosenbach

October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: [pdf\(2.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We describe a framework that allows to easily design and implement virtual and augmented reality worlds. Based on a structured design approach for interactive animated 3D content we want to supply designers and content experts of complex virtual environments with a component based to outset for the structured design of the visual and abstract components of 3D applications.

**Keywords:** Design Framework, Interactive 3D Animation, Virtual and Augmented Reality

## 23 [Complex relationships and knowledge discovery support in the InfoQuilt system](#)



A. Sheth, S. Thacker, S. Patel

May 2003 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 12 Issue 1

Full text available: [pdf\(596.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Support for semantic content is becoming more common in Web-accessible information systems. We see this support emerging with the use of ontologies and machine-readable, annotated documents. The practice of domain modeling coupled with the extraction of domain-specific, contextually relevant metadata also supports the use of semantics. These advancements enable knowledge discovery approaches that define complex relationships between data that is autonomously collected and managed. The InfoQuilt ...

**24 A survey of structured and object-oriented software specification methods and techniques** 

Roel Wieringa

December 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 4

Full text available:  pdf(605.26 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article surveys techniques used in structured and object-oriented software specification methods. The techniques are classified as techniques for the specification of external interaction and internal decomposition. The external specification techniques are further subdivided into techniques for the specification of functions, behavior, and communication. After surveying the techniques, we summarize the way they are used in structured and object-oriented methods and indicate ways in w ...

**Keywords:** languages

**25 Flocks, herds and schools: A distributed behavioral model** 

Craig W. Reynolds

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 4

Full text available:  pdf(1.46 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The aggregate motion of a flock of birds, a herd of land animals, or a school of fish is a beautiful and familiar part of the natural world. But this type of complex motion is rarely seen in computer animation. This paper explores an approach based on simulation as an alternative to scripting the paths of each bird individually. The simulated flock is an elaboration of a particle systems, with the simulated birds being the particles. The aggregate motion of the simulated flock is created by a di

...

**26 Visual information and collaboration: Explaining effects of eye gaze on mediated group conversations:: amount or synchronization?** 

Roel Vertegaal, Yaping Ding

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Full text available:  pdf(903.79 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present an experiment examining effects of gaze on speech during three-person conversations. Understanding such effects is crucial for the design of teleconferencing systems and Collaborative Virtual Environments (CVEs). Previous

findings suggest subjects take more turns when they experience more gaze. We evaluated whether this is because more gaze allowed them to better observe whether they were being addressed. We compared speaking behavior between two conditions: (1) in which subjects expe ...

**Keywords:** agents, attentive interfaces, avatars, eye tracking, gaze, multiparty mediated communication

## 27 Time-management: a case for CSCW

Edeltraud Egger, Ina Wagner

December 1992 **Proceedings of the 1992 ACM conference on Computer-supported cooperative work**

Full text available:  pdf(939.13 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



**Keywords:** automatic scheduling, cooperative decision-making, time-management

## 28 Web-based and Java-based simulation: Java applications: issues in Java-based continuous time step physical modelling

Lisa A. Schaefer, Philip M. Wolfe

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available:  pdf(183.10 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)



This paper discusses the problems involved in developing a Java based simulation model of autonomous entities that can navigate themselves in 2-dimensional space. We develop some ideas for solving those problems. The ideas mentioned in this paper can be applied to simulations that have fuzzy logic for navigation, encapsulation for object-oriented simulation, many instances of objects, or statistically complex results. We cite reasons for distributing a simulation among several computers and prop ...

## 29 Research track papers: Discovering complex matchings across web query interfaces: a correlation mining approach

Bin He, Kevin Chen-Chuan Chang, Jiawei Han

August 2004 **Proceedings of the 2004 ACM SIGKDD international conference on Knowledge discovery and data mining**

Full text available:  pdf(229.75 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



To enable information integration, schema matching is a critical step for discovering semantic correspondences of attributes across heterogeneous sources. While complex matchings are common, because of their far more complex search space, most existing techniques focus on simple 1:1 matchings. To tackle this challenge, this paper takes a conceptually novel approach by viewing schema matching as *correlation mining*, for our task of matching Web query interfaces to integrate the myriad datab ...

**Keywords:** correlation measure, correlation mining, data integration, deep Web,

schema matching

### 30 Technique for automatically correcting words in text

Karen Kukich

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Full text available:  pdf(6.23 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#),  
[index terms](#), [review](#)

Research aimed at correcting words in text has focused on three progressively more difficult problems:(1) nonword error detection; (2) isolated-word error correction; and (3) context-dependent work correction. In response to the first problem, efficient pattern-matching and n-gram analysis techniques have been developed for detecting strings that do not appear in a given word list. In response to the second problem, a variety of general and application-specific spelling cor ...

**Keywords:** n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling correction, grammar checking, natural-language-processing models, neural net classifiers, spell checking, spelling error detection, spelling error patterns, statistical-language models, word recognition and correction

### 31 Information systems and its underlying disciplines: Technology, methodology & information systems: a tripartite view

R. J. Welke, B. R. Konsynski

September 1982 **ACM SIGMIS Database**, Volume 14 Issue 1

Full text available:  pdf(1.63 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

A brief examination is made of the relationship of information system, design methodologies, and associated information processing technology. Historical perspectives are highlighted. The data processing systems is first examined from the standpoint of the application of technology. Areas of data management, centralization and distribution, data integrity and controls, cost-capacity progress, and applications software development are reviewed. The user system is next considered as a locus of a l ...

### 32 Aesthetics, ephemerality and experience: Designing for ephemerality and prototypicality

Susanne Bødker, Ellen Christiansen

August 2004 **Proceedings of the 2004 conference on Designing interactive systems: processes, practices, methods, and techniques**

Full text available:  pdf(549.87 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As a context for IT design, flexible work presents a new challenge. Ways of working tend to be prototypical, habits are forming slowly and work is carried out everywhere. Even when applying ethnographic methods, it is difficult to capture the ephemerality and prototypicality of cooperative work that Grudin claims must be preserved through design. Through a discussion of a design project dedicated to the design of support for social awareness, we reflect on the means of design - scenarios and pro ...

**Keywords:** design, scenario, social awareness

### **33 How to encode semantic knowledge: a method for meaning representation and computer-aided acquisition**

Paola Velardi, Michela Fasolo, Maria Teresa Pazienza

June 1991 **Computational Linguistics**, Volume 17 Issue 2

Full text available:  [pdf\(1.25 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

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Natural language processing will not be able to compete with traditional information retrieval unless high-coverage techniques are developed. It is commonly agreed that a poor encoding of the semantic lexicon is the bottleneck of many existing systems. A hand encoding of semantic knowledge on an extensive basis is not realistic; hence, it is important to devise methods by which such knowledge can be acquired in part or entirely by a computer. But what type of semantic knowledge could be automated ...

### **34 Building on the user's experience: Examining the use case as genre in software development and documentation**

Ashley Williams

October 2003 **Proceedings of the 21st annual international conference on Documentation**

Full text available:  [pdf\(252.16 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The practice of outsourcing among organizations frequently involves external companies or consultants introducing texts (or in rhetorical genre theory terms, genres) as means of transforming work practices in the company who sought expert help from the outside. Such an abrupt-seeming introduction of unfamiliar texts upon workers, either within or across organizations, characterizes a practice I call "genre dumping." This practice, however, contrasts with the rhetorical genre theory perspective t ...

**Keywords:** genre, requirements engineering, rhetorical genre theory, textual analysis, use cases

### **35 Design for network communities**

Elizabeth D. Mynatt, Annette Adler, Mizuko Ito, Vicki L. O'Day

March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  [pdf\(1.12 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** MUDs, identity, media space, metaphor, network community, shared space, virtual world

**36 The Anti-Mac interface**

Don Gentner, Jakob Nielsen

August 1996 **Communications of the ACM**, Volume 39 Issue 8Full text available: [pdf\(365.38 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)**37 Sequencing in a connectionist model of language processing**

Michael Gasser, Michael G. Dyer

August 1988 **Proceedings of the 12th conference on Computational linguistics - Volume 1**Full text available: [pdf\(791.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Recent research suggests that human language processing can be profitably viewed in terms of the spread of activation through a network of simple processing units. Decision making in connectionist models such as these is distributed and consists in selections made from sets of mutually inhibiting candidate items which are activated on the basis of input features. In these models, however, there is the problem, especially for generation, of obtaining sequential behavior from an essentially parallel ...

**38 Full papers: Mining complex matchings across Web query interfaces**

Bin He, Kevin Chen-Chuan Chang, Jiawei Han

June 2004 **Proceedings of the 9th ACM SIGMOD workshop on Research issues in data mining and knowledge discovery**Full text available: [pdf\(225.00 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

To enable information integration, schema matching is a critical step for discovering semantic correspondences of attributes across heterogeneous sources. As a new attempt, this paper studies such matching as a data mining problem. Specifically, while complex matchings are common, because of their far more complex search space, most existing techniques focus on simple 1:1 matchings. To tackle this challenge, this paper takes a conceptually novel approach by viewing schema matching as *correla* ...

**39 Human communications issues in advanced UIs**

Aaron Marcus

April 1993 **Communications of the ACM**, Volume 36 Issue 4Full text available: [pdf\(4.83 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**40 Toward a contingency view of infrastructure and knowledge: an exploratory study**

Claudio U. Ciborra, Ole Hanseth

December 1998 **Proceedings of the international conference on Information systems**Full text available: [pdf\(43.11 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** IS use, economic theory, globalization of IS, implementation approaches, information infrastructures

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#### **41** [Ontology, aesthetics and creativity at the crossroads in information system design](#)



Alberto Faro, Daniela Giordano

October 1999 **Proceedings of the third conference on Creativity & cognition**

Full text available:  [pdf\(1.59 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** aesthetics, shared design memory, systems design

#### **42** [New techniques for presenting instructions and transcripts: Information use of service technicians in difficult cases](#)



Yutaka Yamauchi, Jack Whalen, Daniel G. Bobrow

April 2003 **Proceedings of the conference on Human factors in computing systems**

Full text available:  [pdf\(422.91 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Service technicians in the field often come across difficult service problems that are new to them. They have a large number of resources that they can draw on to deal with such problems, including both people and documents. We have undertaken a detailed study of technicians' everyday work, and have discovered two distinct types of information use, reflecting two different problem-solving practices. The less frequently used problem-solving practice is instruction following, where technicians fol ...

**Keywords:** ethnography, knowledge management system

#### **43** [Review articles: Does conversation analysis have a role in computational linguistics?](#)



Graeme Hirst

June 1991 **Computational Linguistics**, Volume 17 Issue 2

Full text available:  pdf(1.34 MB)

 Publisher Site

Additional Information: [full citation](#), [references](#), [citations](#)



#### **44 Analyzing due process in the workplace**

Elihu M. Gerson, Susan Leigh Star

July 1986 **ACM Transactions on Information Systems (TOIS)**, Volume 4 Issue 3

Full text available:  pdf(1.18 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Every office is an open system, and the products of office work are the result of decentralized negotiations. Changing patterns of task organization and alliance inevitably give rise to inconsistent knowledge bases and procedures. This implies that there are no globally correct answers to problems addressed by OISs. Rather, systems must deal with multiple competing, possibly irreconcilable, solutions.

Articulating alternative solutions is the problem of due process. This pr ...



#### **45 Analyzing due process in the workplace**

Elihu M. Gerson, Susan L. Star

December 1986 **ACM SIGOIS Bulletin , Proceedings of the third ACM-SIGOIS conference on Office automation systems**, Volume 7 Issue 2-3

Full text available:  pdf(990.73

KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



#### **46 Combining RDF and XML schemas to enhance interoperability between metadata application profiles**

Jane Hunter, Carl Lagoze

April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available:  pdf(525.04

KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** RDF, XML, XSLT, interoperability, metadata, schema



#### **47 Cultural representation in interface ecosystems: amendments to the ACM/interactions design awards criteria**

Andruid Kerne

.January 1998 **interactions**, Volume 5 Issue 1

Full text available:  pdf(563.23

KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)



**48 Personal computing: compuvision or teleputer**

Larry Press

September 1990 **Communications of the ACM**, Volume 33 Issue 9Full text available:  pdf(1.72 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Historically, the computer and communication industries have been separate, although both worked with electronically encoded information and shared similar technology. The regulations that kept computing and communication apart began to crumble in 1956 when the FCC ruled that Hush-a-Phone could attach equipment to the AT&T network under special circumstances. In 1959 they opened a portion of the microwave spectrum, and the 1968 Carter-phone case allowed all kinds of equipment to be tied ...

**49 UMLloquent expression of AWACS software design**

Alex E. Bell, Ryan W. Schmidt

October 1999 **Communications of the ACM**, Volume 42 Issue 10Full text available:  pdf(112.69

KB)

html(28.29 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**50 A mapping algorithm for computer-assisted exploration in the design of embedded systems**

E. P. Mariatos, A. N. Birbas, M. K. Birbas

January 2001 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 6 Issue 1Full text available:  pdf(296.29

KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

We present a technique for automatic exploration of architectural alternatives in the design of complex electronic embedded systems and systems-on-a-chip. The technique transforms the problem into a set of simple model-to-model operations and a mapping algorithm that becomes the core of the entire design process. The mapping algorithm is formulated as an assignment-type problem (ATP), which is, in turn, solved by a straightforward optimization method. The result is a design assistance tool, ...

**Keywords:** codesign, embedded system design space exploration, specification mapping

**51 Modeling methodology: Extreme modeling: modeling design development in unpredictable environments**

Nuno Gil, Iris D. Tommelein, Robert Kirkendall

December 2001 **Proceedings of the 33nd conference on Winter simulation**Full text available:  pdf(467.77

KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a process simulation model representative for design development of a building system in an unpredictable environment. Unpredictability means that design criteria are prone to change as design development unfolds. The

model was implemented with a discrete-event simulation engine based on event graphs. Events capture moments when tasks start or end, or changes that cancel future scheduled events and schedule new design iterations. Between conceptualization and concept developm ...

## 52 A reappraisal of structured analysis: design in an organizational context

Jorgen P. Bansler, Keld Bødker

April 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 2

Full text available:  pdf(2.13 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We review Structured Analysis as presented by Yourdon and DeMarco. First, we examine the implicit assumptions embodied in the method about the nature of organizations, work processes, and design. Following this we present the results of an exploratory study, conducted to find out how the method is applied in practice. This study reveals that while some of the tools of Structured Analysis—notably the data flow diagrams—are used and combined with other tools, the designers do not

...

**Keywords:** design process, qualitative empirical studies, structured analysis

## 53 Computer aided interpretation of lexical cooccurrences

Paola Velardi, Maria Teresa Pazienza

June 1989 **Proceedings of the 27th conference on Association for Computational Linguistics**

Full text available:  pdf(642.57

  Publisher Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)  
[Site](#)

This paper addresses the problem of developing a large semantic lexicon for natural language processing. The increasing availability of machine readable documents offers an opportunity to the field of lexical semantics, by providing experimental evidence of word uses (on-line texts) and word definitions (on-line dictionaries). The system presented hereafter, PETRARCA, detects word cooccurrences from a large sample of press agency releases on finance and economics, and uses these associations to b ...

## 54 Synthesizing realistic facial expressions from photographs

Frédéric Pighin, Jamie Hecker, Dani Lischinski, Richard Szeliski, David H. Salesin

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(276.04  
KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** facial animation, facial expression generation, facial modeling, morphing, photogrammetry, view-dependent texture-mapping

**55 Cyberlibertarian myths and the prospects for community**

Langdon Winner

September 1997 **ACM SIGCAS Computers and Society**, Volume 27 Issue 3Full text available:  pdf(1.02 MB) Additional Information: [full citation](#), [citations](#), [index terms](#)**56 The EGG/YOLK reliability hierarchy: semantic data integration using sorts with prototypes**

Fritz Lehmann, Anthony G. Cohn

November 1994 **Proceedings of the third international conference on Information and knowledge management**Full text available:  pdf(1.01 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Integration of disparate heterogeneous databases requires translation of types. Because a type in one system often has no exact counterpart in the others, fully reliable integration requires deep understanding of the subject domain, with conceptual analysis of type meanings. So far, reliable translation has had to be done by hand. In practice, few types are so crucial as to require full reliability. The EGG/YOLK hierarchy ranks types by the tolerable rashness in translation, ba ...

**Keywords:** data translation, database integration, formal concept lattice, order theory, poset, prototypes, semantic integration, spatial reasoning, view integration

**57 A comprehensive agent: mediated e-market framework**

Nehemiah Mavetera, Armstrong Kadyamatimba

September 2003 **Proceedings of the 5th international conference on Electronic commerce**Full text available:  pdf(108.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper discusses an agent-mediated e-market framework. The framework highlights the different stages and components that require automation and are required for the implementation of a full e-market system using agent technology. Most of these e-market aspects have been discussed, prototypes developed into systems but they exist as separate entities lacking a common protocol for implementation. No attention has been paid to the problem of how e-market component systems can be integrated into ...

**Keywords:** E-commerce, E-market framework, brokering, negotiation, software agent mediation

**58 Viewpoints on viewpoints**

Julio Cesar Sampaio do Prado Leite

October 1996 **Joint proceedings of the second international software architecture workshop (ISAW-2) and international workshop on multiple perspectives in software development (Viewpoints '96) on SIGSOFT '96 workshops**

Full text available:  pdf(637.51 KB)

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